Taiye Babatunde

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Summary

Backend Engineer focused on building scalable APIs and system-driven applications using Django and Flask. Experienced in designing secure backend systems, real-time architectures, and integrating third-party services for production-ready applications.

Technical Skills

Languages: Python
Frameworks: Django, Flask
Databases: PostgreSQL, SQLite, Redis
Backend Concepts: REST APIs, WebSockets, JWT Authentication, RBAC
Tools: Git, Docker, Linux, Playwright
Deployment: Vercel, Fly.io, Render, Heroku

Projects

BitCheck – Verification Platform Live | GitHub

- Architected backend logic for a verification platform handling identity and financial validation workflows.
- Integrated third-party APIs for secure data processing and verification.
- Implemented token-based authentication and backend security controls to protect sensitive operations.

I Call On – Real-Time Multiplayer Game Live

- Built a real-time multiplayer system using WebSockets and Django Channels to synchronize gameplay across concurrent rooms.
- Designed room-based architecture with live score updates, timers, and player interactions.
- Implemented event-driven backend logic for handling submissions and validation in real time.

RepairDesk – Repair Management System Live | GitHub

- Developed a full repair lifecycle system using Django with enforced state transitions via finite-state machine architecture.
- Implemented role-based access control (RBAC) for frontdesk, technicians, and quality analysts.
- Built real-time activity tracking and notifications using HTMX polling for lightweight asynchronous updates.
- Designed inventory, ticket tracking, and workflow enforcement systems for operational consistency.

Event Booking System Live | GitHub

- Built a ticketing platform with QR-based validation and downloadable receipts.
- Improved user experience using HTMX for dynamic partial page updates.
- Designed admin tools for attendee tracking and ticket verification workflows.

Experience

Backend Developer Intern – HNG Internship Jul 2024 – Aug 2024

- Built and tested REST APIs integrating geolocation and external data services.
- Designed modular backend architecture with JWT authentication and organization-based access control.
- Collaborated in a fast-paced development environment, contributing to backend features and system design.

IT / Backend Intern – University of Ilorin Teaching Hospital Mar 2025 – Sept 2025

- Monitored and maintained system uptime across hospital IT infrastructure.
- Documented recurring technical issues and proposed improvements to reduce operational disruptions.
- Supported system configuration and deployment across multiple workstations.

Education

University of Ilorin 2021 – Present
B.Eng Computer Engineering

Hackathons & Achievements

- **GTCO Squad Hackathon (HabariPay) – Backend Developer**
  Built BitCheck, a verification platform for detecting manipulated or fraudulent digital assets.
- **Data Privacy Tech Competition**
  Contributed to Mundus, a Chrome extension simplifying privacy policies.